FIG. 1

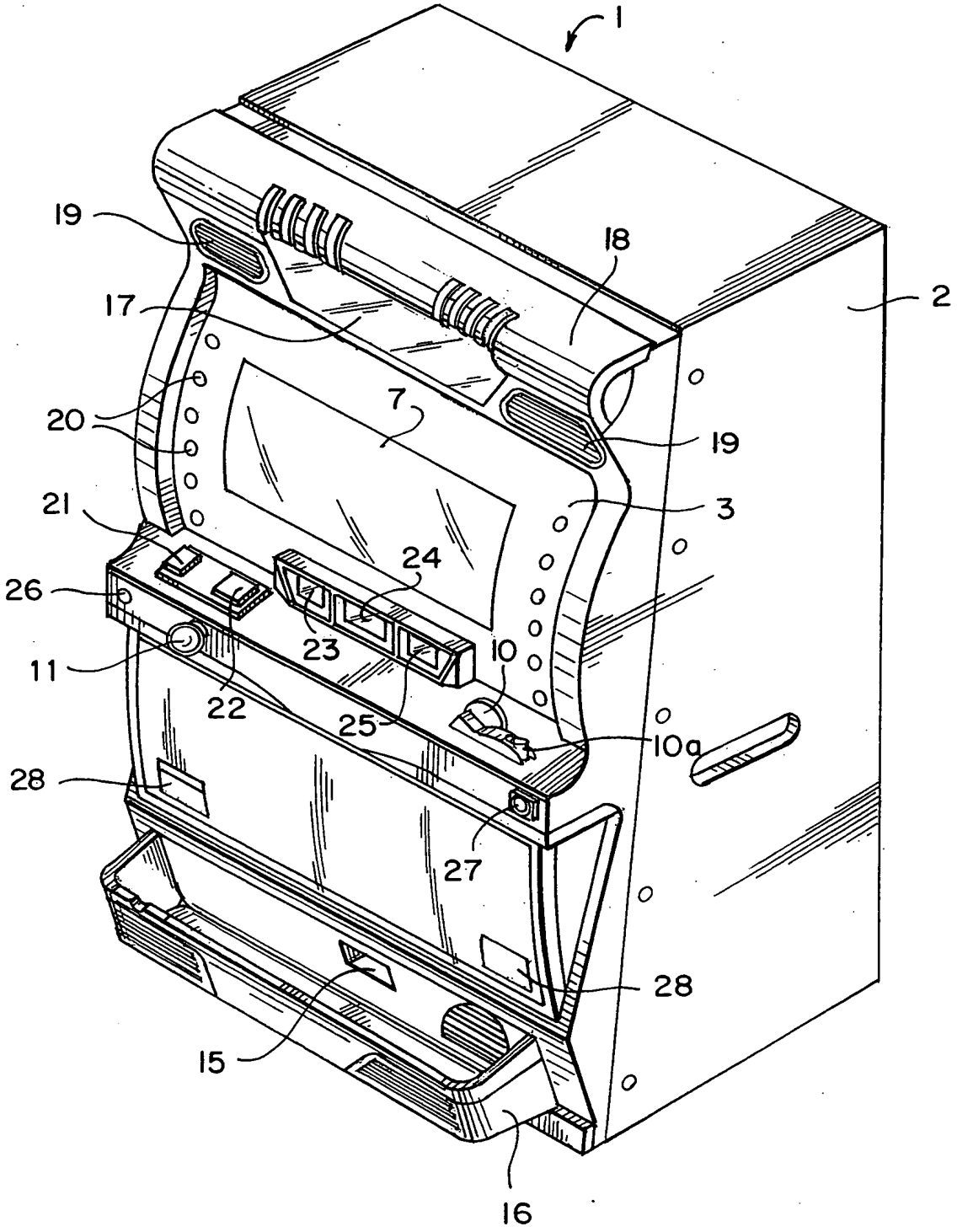

FIG. 2A

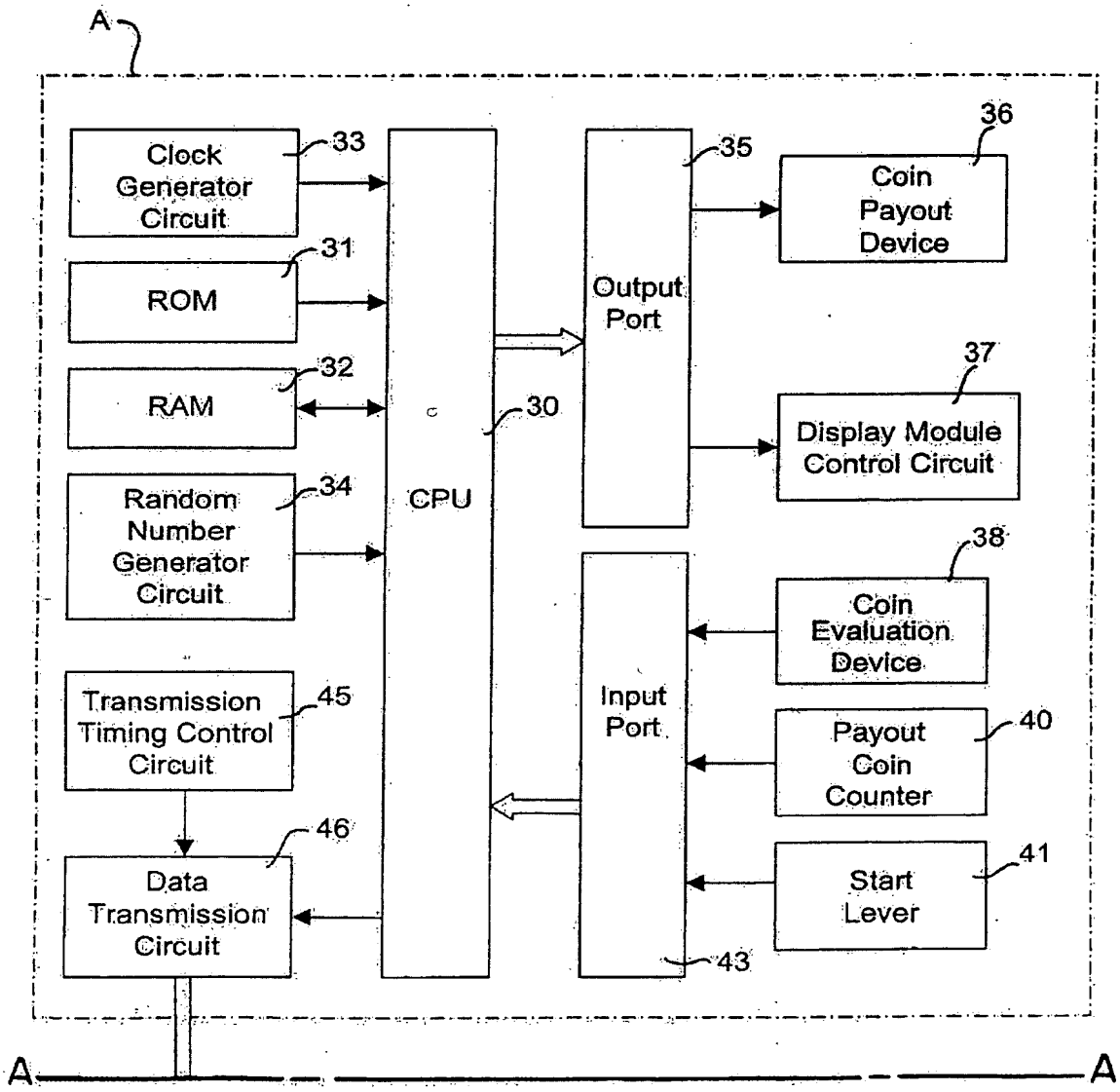
A
Clock Generator Circuit
33
ROM
31
RAM
32
Random Number Generator Circuit
34
Transmission Timing Control Circuit
45
Data Transmission Circuit
46
CPU
30
Output Port
35
Input Port
43
Coin Payout Device
36
Display Module Control Circuit
37
Coin Evaluation Device
38
Payout Coin Counter
40
Start Lever
41
A
A

FIG. 2B

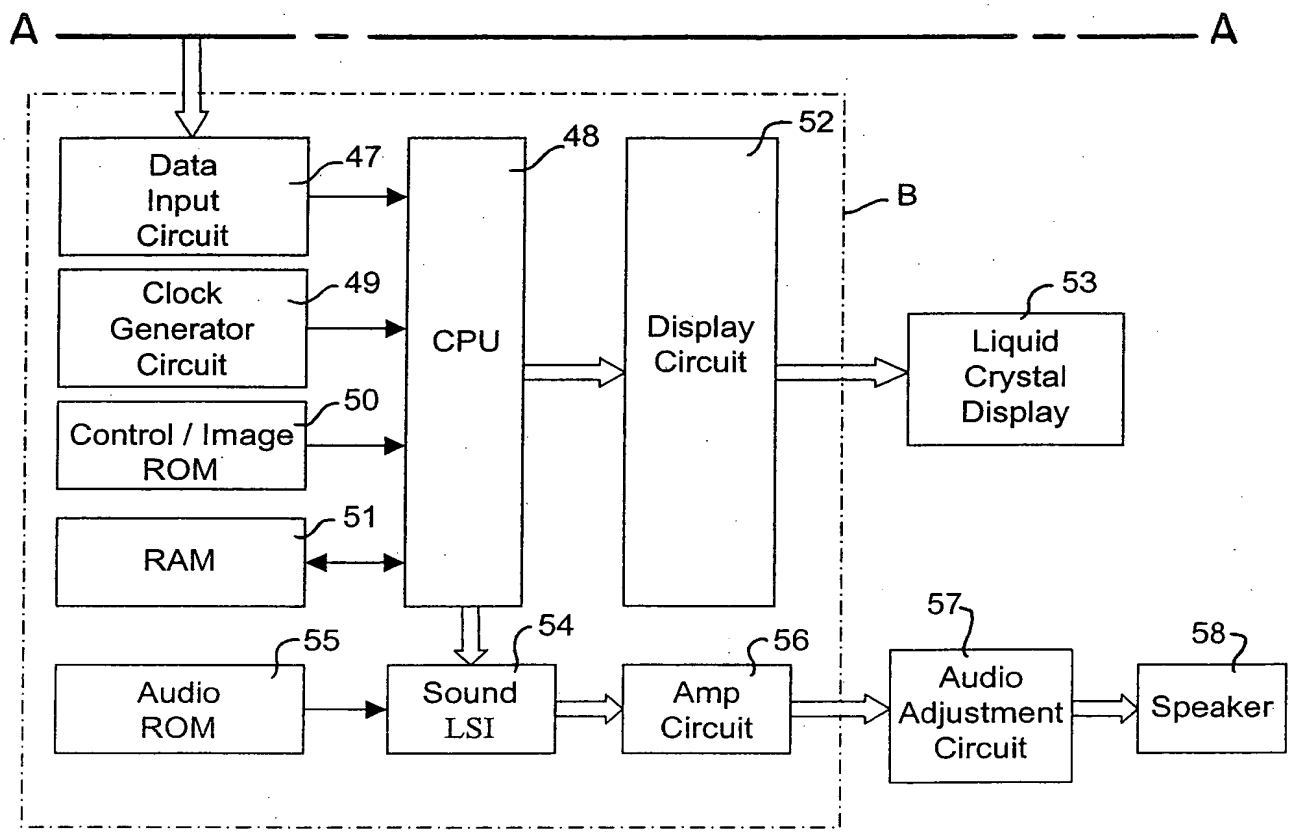
A
A
Data Input Circuit
47
Clock Generator Circuit
49
Control / Image ROM
50
RAM
51
CPU
48
Display Circuit
52
B
Liquid Crystal Display
53
Audio ROM
55
Sound LSI
54
Amp Circuit
56
Audio Adjustment Circuit
57
Speaker
58

FIG. 3

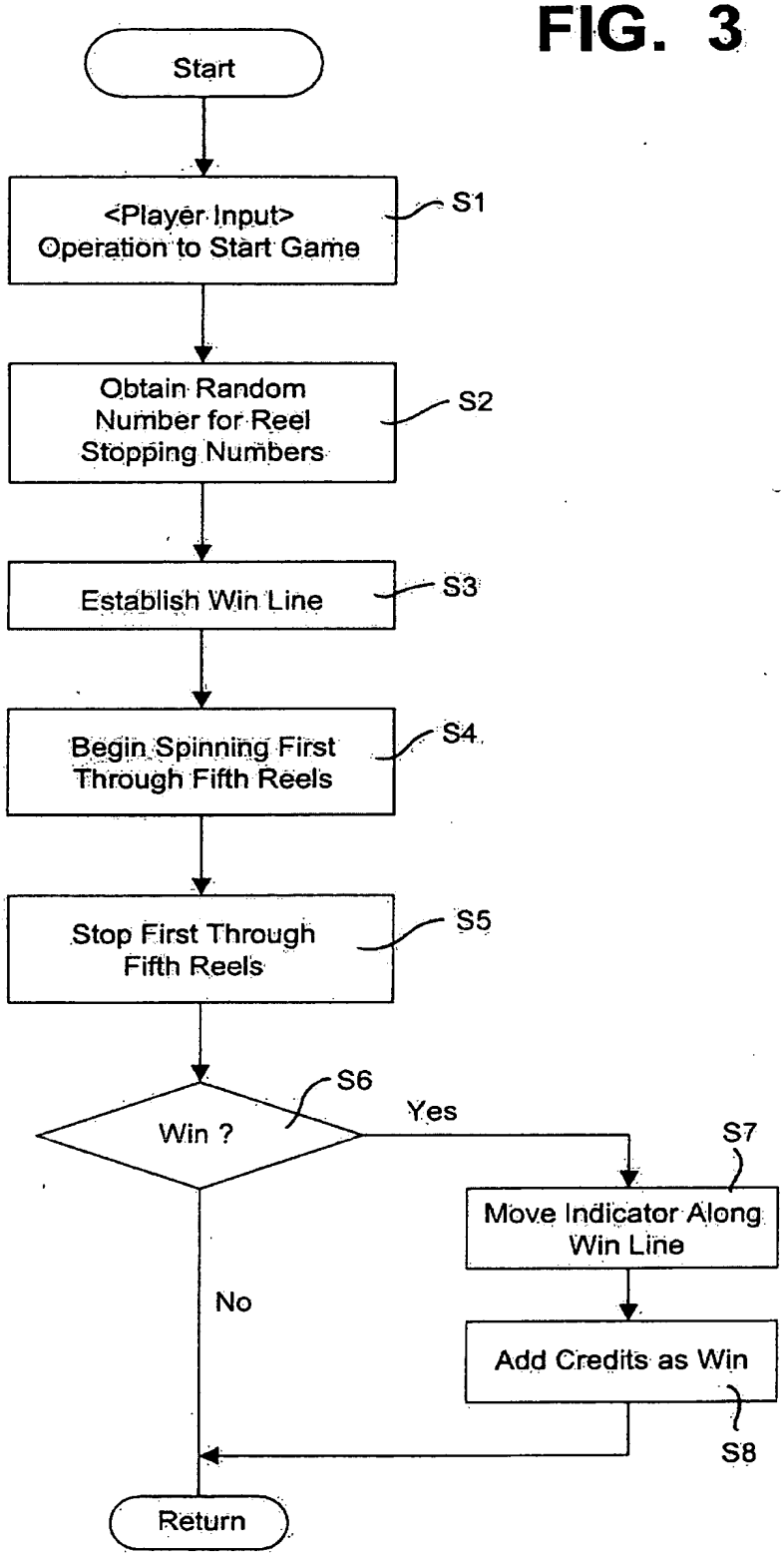
Start
<Player Input>
Operation to Start Game
S1
Obtain Random
Number for Reel
Stopping Numbers
S2
Establish Win Line
S3
Begin Spinning First
Through Fifth Reels
S4
Stop First Through
Fifth Reels
S5
Win ?
S6
Yes
S7
Move Indicator Along
Win Line
No
Add Credits as Win
S8
Return

FIG. 4

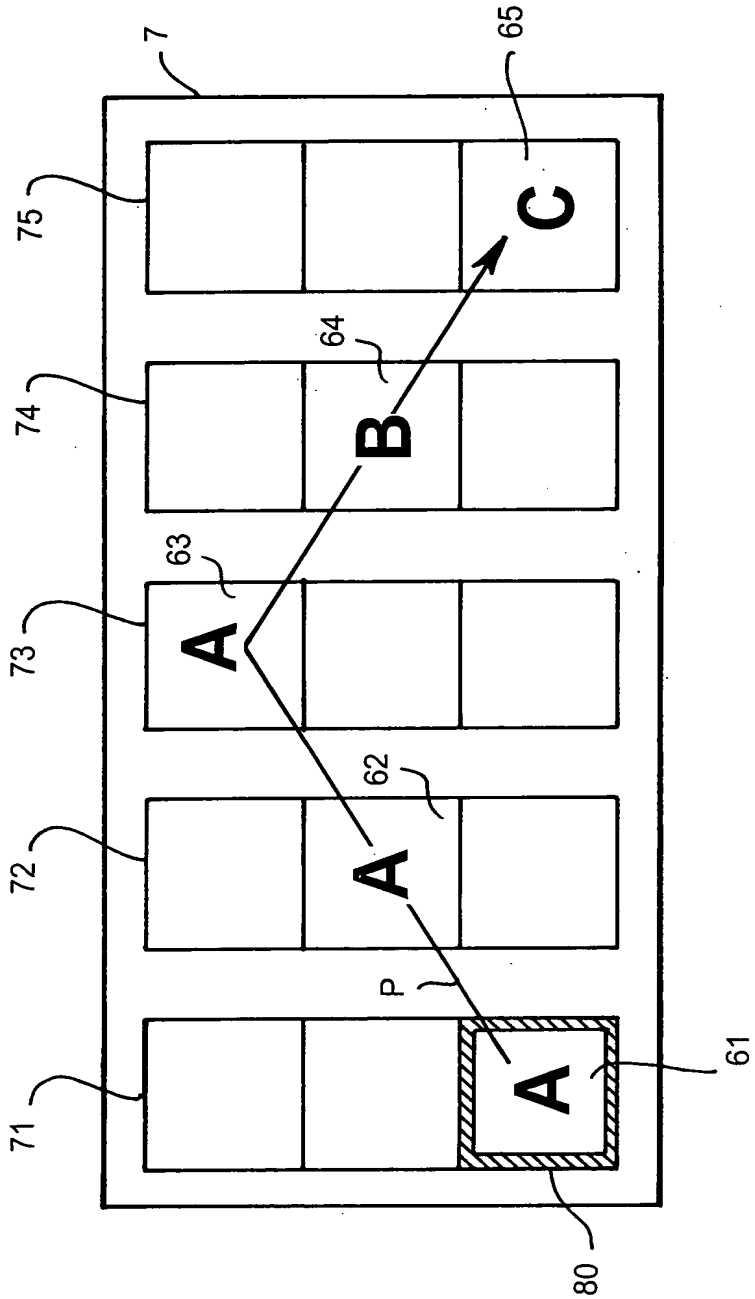

FIG. 5

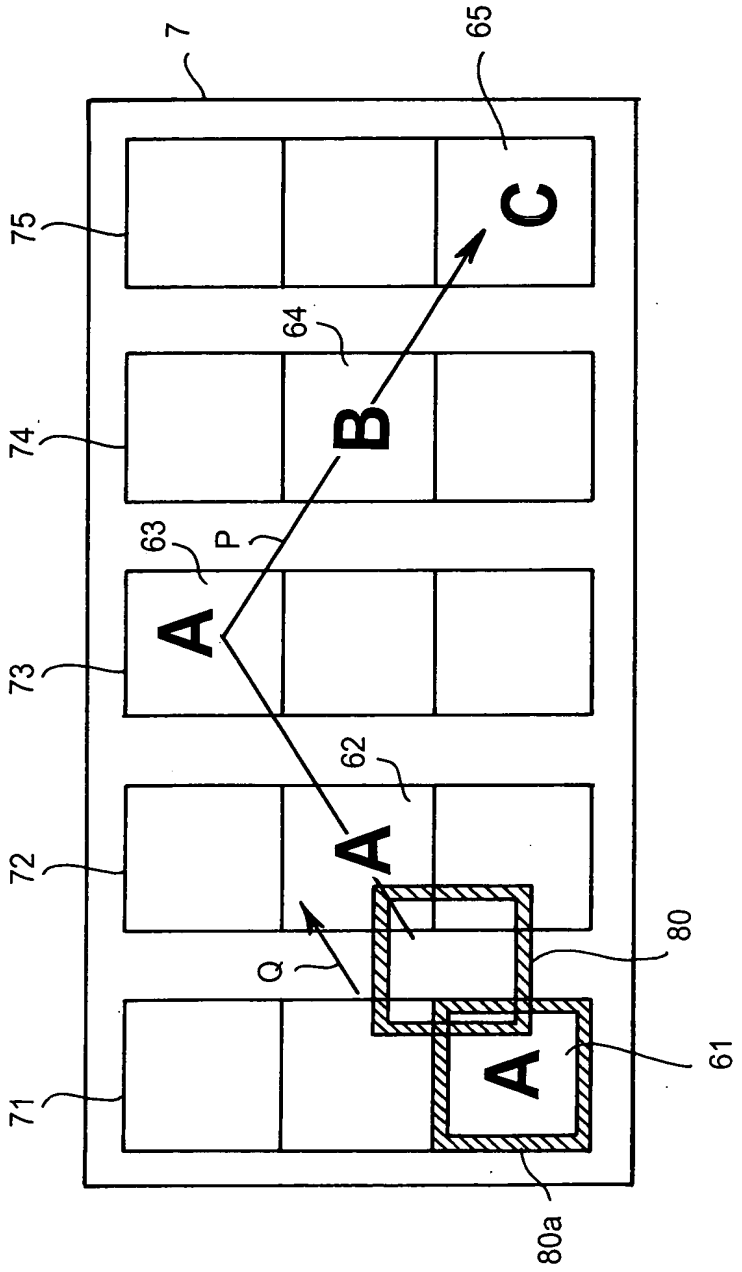

FIG. 6

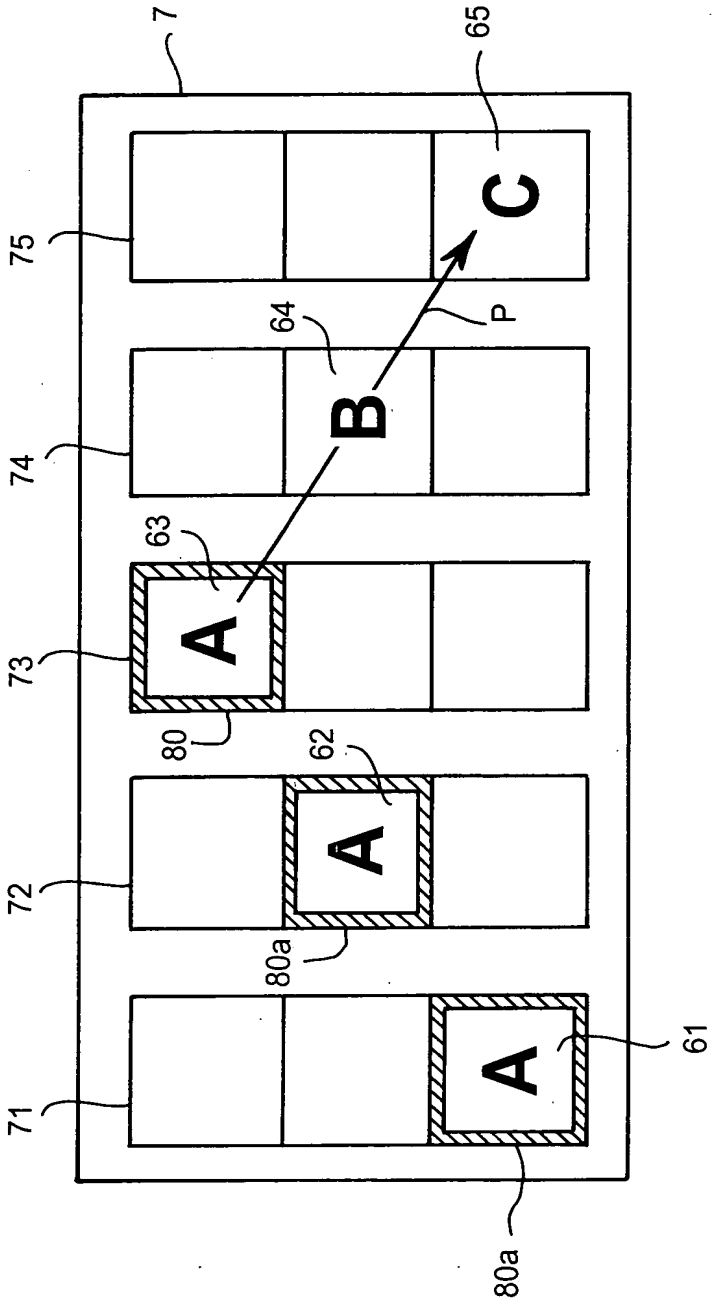

FIG. 7

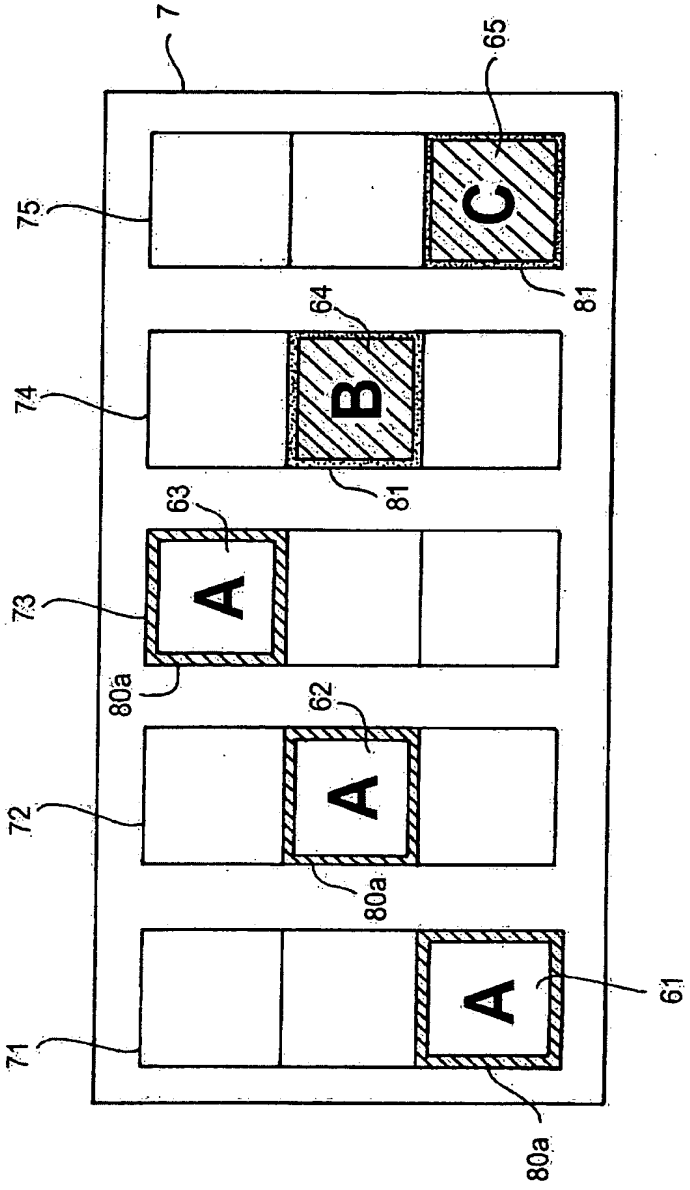
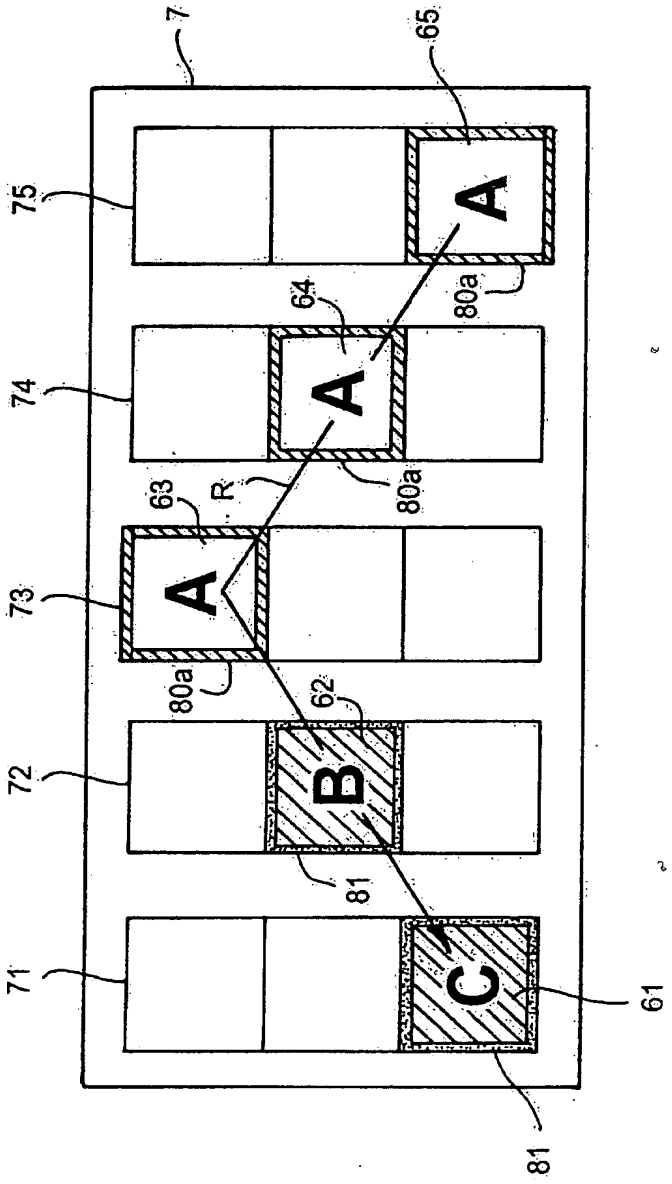
FIG. 8